

Name - Md Rukib Husan.

(1)

ID - 2216080021.

Course - CSI - ~~227~~ (Algorithm)  
227.

Dept. - CSE (Ev)

Answer to the Question No - 1

Q) Ans: As we study Algorithms, we can learn analysis that allow us to compare and contrast solutions based solely on their own characteristics not the characteristics of the program or computer used to implement them. Computer scientists learn by experience, we learn by seeing others solved problems and by solving problems by ourselves. Being exposed to different problem-solving techniques and how different algorithms are designed helps us to take on the next challenging problem that we are given.

Applications of the Algorithms ⇒ Here we will see some of the practical of the Algorithm.  
⇒ First, we will start with the internet which is very much important for our daily life and we cannot even imagine our life without the internet and it is the outcome of clever and creative algorithms. Numerous sites on the internet can operate and falsify this huge number of data only with the help P.T.O.

②  
① ⇒ The everyday Electronic Commerce Activities are massively Subject to our data, for Example, Credit or debit Card Numbers, passwords OTPs, and Many More. The Centre technologies Used Incorporate public-key Cry.Procurrency And Digital Signatures which depend On mathematical Algorithms.

⇒ Even an Application that doesn't need Algorithm Content at the Application level depends vigorously on the algorithm as the Application relies upon Hardware, GUI, Networking, or Object Direction and all of these create a Substantion us of Algorithm.

⇒ There are some other vital use case where the Algorithm has been used such as if we watch any video on youtube then Next time we will get related-type Advice as recommended videos for us.

1/ (b)

Answer:

Data flow Analysis is a process for collecting information <sup>(2)</sup> about the use, definition, and dependencies of data in program.

The Data flow Analysis Algorithms operates on a CFG generated from an AST. you can use a CFG to Determine the part of a program to which a particular value assigned to a variable might propagate.

Data flow Analysis is a technique for gathering information about the possible set of values calculated at various points in a Computer program. A program's control flow graph (CFG) is used to determine those part often used of Compiler when optimizing a program. A canonical example of Data-flow Analysis is Reaching definitions. A simple way to perform data-flow Analysis of program is to Setup data flow Equation.

Reaching Definition Analysis: This Analysis tracks the definition of variable on Expression and determine the point in the program where the definition "reaches" a particular the point of the variable Expression. The information can be used to identify variable that can be safely optimized or eliminated.

P.T.O.

## ❑ Difference Between Algorithm And pseudocodes

(4)

Algorithm	pseudo code .
→ It is a step-by-step description the Solutions.	→ It is an easy way of writing algorithm for users to understand.
→ It is always a real Algorithm a not fake Codes .	→ These are fake codes.
→ They are sequence of Solution to a problem -	→ They are representations of Algorithm
→ They are It is a systematically written Code .	→ They are simpler ways of writing Codes.
→ They are an unambiguous way of writing Codes .	→ They are method of describing code written in an Algorithm.
→ They can be considered <del>part</del> pseudo code .	→ They can not considered Algorithm.
→ They are no Rules to writing Algorithms .	→ Certain rules to writing pseudo code are there .

①  
② Answer: Types Of Algorithms: Here is 7 types of Algorithm — ⑤

- ① Brute force Algorithm.
- ② Recursive Algorithm.
- ③ Dynamic programming Algorithm.
- ④ Divide and Conquer Algorithm.
- ⑤ Greedy Algorithm.
- ⑥ Backtracking Algorithm.
- ⑦ Randomized Algorithm.

☐ Greedy Algorithm: A greedy Algorithm is an approach for solving a problem by selecting the best option available at the moment. It does not worry whether the current best result with bring the overall optimal result. The Algorithm reverses the earlier decision even if the choice is working in a top-down approach.

There are few variation of the greedy Algorithm —

- pure greedy Algorithm —
- Orthogonal greedy Algorithm —
- Relaxed greedy Algorithm.

## Answer to the Question No-2

(6)

2  
① Answer: Searching Algorithms: In Computer Science Search

Algorithm is an Algorithm-designed to solve a search problem - Search Algorithm work to retrieve information stored within particular Data Structure or Calculated in the search space of a problem Domain, with either discrete or continuous values.

② Sorting Algorithms: In Computer Science, a Sorting

Algorithm is an Algorithm that puts elements of a list into an Order. The most frequently used orders are

Numerical order and Lexicographical orders and either Ascending or descending. A ~~the~~ Sorting Algorithm is used to

rearrange a given array or list of element according to a Comparison operator on the elements. The Comparison

operator is used to decide the new order of elements in the Respective data Structure:

-1	0	1	2	4	8
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Array sorted in increasing order.

⑦  
 ⑥ Answer: Function an Algorithm: An Algorithm is a recipe or

Description of mechanical set of Step for performing some task.

A function is any relationship between inputs and Outputs in which each input leads to Exactly one Output. It is possible for a function to have more than one input that yields that same output.

⇒ Function in Algorithm:

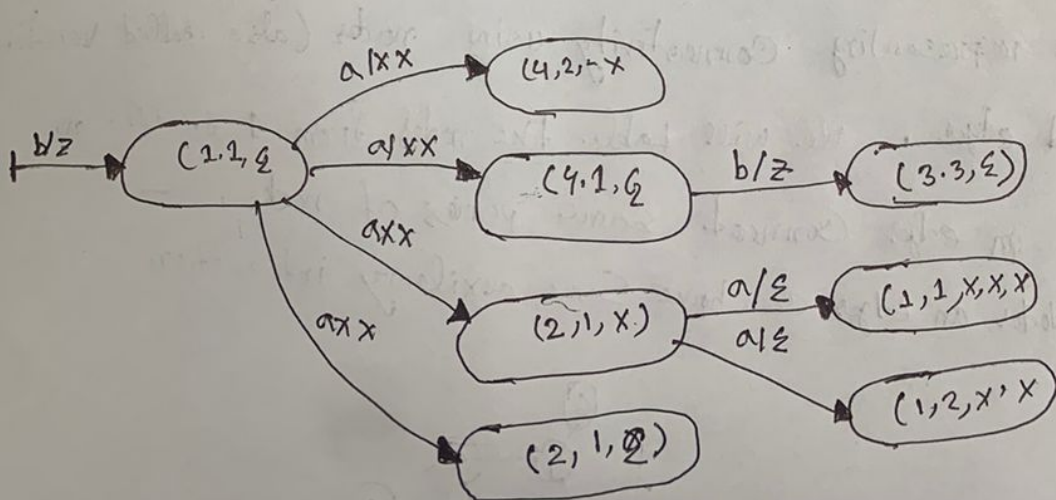
→ First define the problem you want the Algorithm to solve --

→ Break the problem down into smaller, manageable steps --

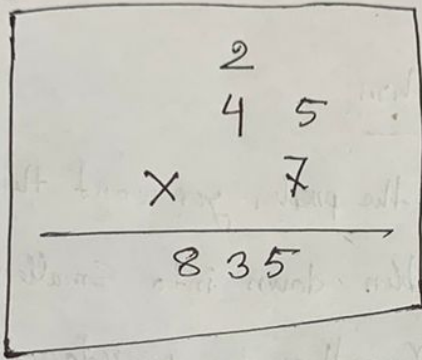
→ write your Algorithm in pseudocode or programming Language.

→ Test your Algorithm to make sure it is correct and efficient ----

→ Optimize the Algorithm.



2/3 © Answer: Mathematical Algorithms An algorithm in math is a procedure, a description of a set of steps that can be used to solve a mathematical computation, for example, a step by step procedure used in long division is common example of a mathematical algorithm.



Graph Algorithm: Graph algorithms are a set of instructions that traverse graph, some algorithms are used to find a specific node or the path between two given nodes. An abstract way of representing connectivity using nodes (also called vertices) and edges. We will label the nodes from 1 to n. n edges connect some pairs of nodes. Nodes and edges can have some auxiliary information.

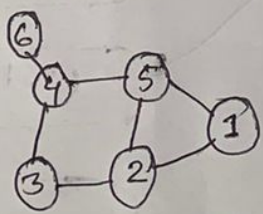


Fig: Graph Algorithm.